NES-CB-USA

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CHUBBY CHERUB™

Licensed by Nintendo® for play on the ENTERTAINMENT SYSTEM™

INSTRUCTION BOOKLET

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Nintendo®
ENTERTAINMENT SYSTEM™

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Thank you for selecting the Nintendo Entertainment System Chubby Cherub Game Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Chubby Cherub, a sweet little angel, enjoys eating and loves to help people. But life is never so simple. There are many obstacles he has to overcome before being able to enjoy some delicious food or partake in exciting adventures. Dogs are always trying to bite him. Birds continually peck at him. And when flying, he often gets covered with puffs of smoke from the chimneys. Even attempts to rescue a friend held hostage are thwarted when a burglar throws firecrackers at Chubby Cherub.

And all of these keep happening all the time! It's enough to get Chubby Cherub down. But with you at the controls, Chubby Cherub can prevail over anything or anyone who hinders him when helping a pal or eating a succulent shish kabob.

Make Chubby Cherub's day a great one! He's depending on you!

Please read this Instruction Booklet carefully to ensure proper handling of your new game. Save the Booklet for future reference.

PRECAUTIONS

1. Turn off the power when inserting or removing Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

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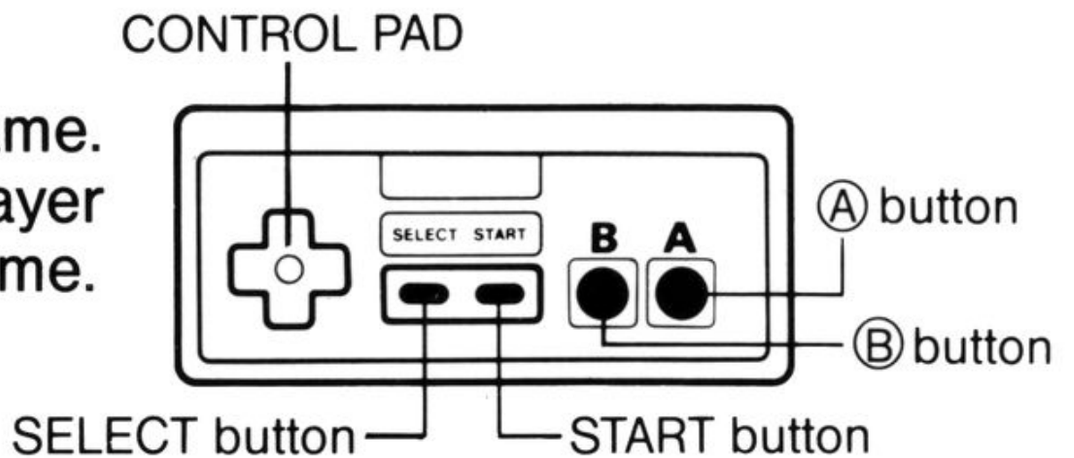
NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

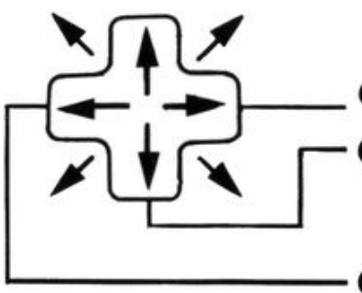
CONTROLLER

Controller 1—for 1 player game.
Controller 2—for second player in 2 player game.



CONTROLLING CHUBBY CHERUB

With you in control, Chubby Cherub can be moved in the following directions:



- Move to the right.
- Press down and Ⓑ button simultaneously, and Chubby Cherub jumps off roofs or walls.
- Move to the left.

- While flying in the sky, Chubby Cherub can move in 8 different directions.

Ⓐ button . . . . . Use to eject 'GAU-GAU' cannon, which fires the heart symbols that Chubby Cherub makes (When Chubby Cherub eats a special candy, he can eject the 'GAU-GAU' cannon several times).

Ⓑ button . . . . . Use for jumping up or down. If you continuously press the Ⓑ button, Chubby Cherub will fly.

While moving on roofs or walls, if you press ✣ and Ⓑ button simultaneously, Chubby Cherub can jump off roofs or walls.

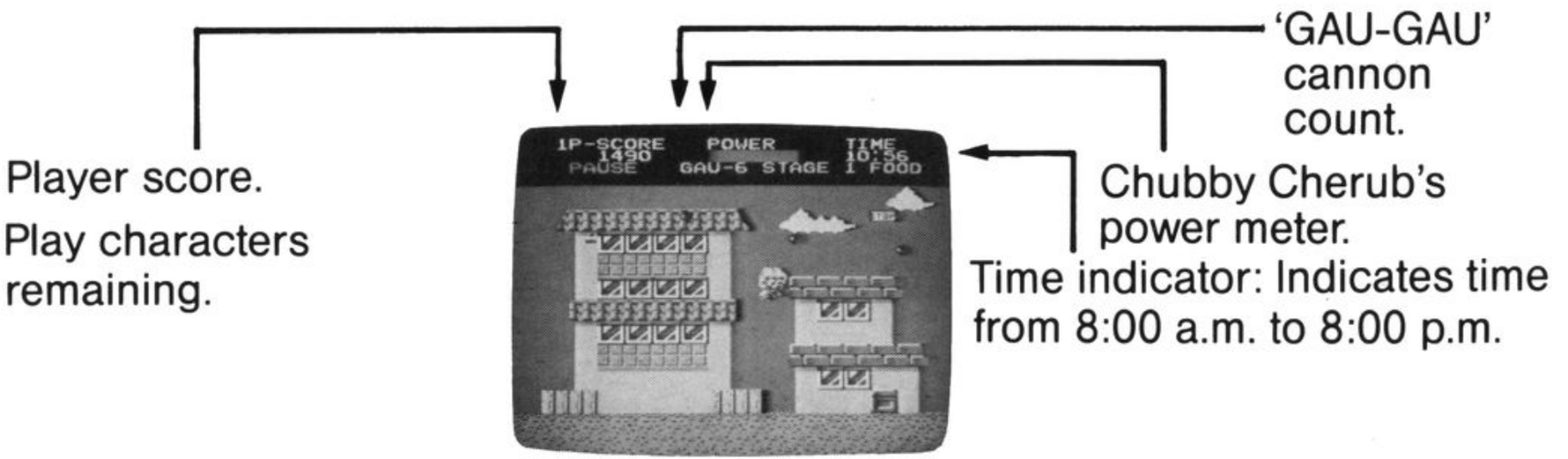
- While Chubby Cherub is flying, if you press Ⓑ button, he'll stop flying and come down.
- To be able to fly, Chubby Cherub has to reach a certain power level.
- To increase Chubby Cherub's power, he has to eat food.

SELECT button . . Use this button to select "1 player" or "2 players".

START button . . . Press this button to begin a game or pause.

PAUSE . . . . . If you wish to stop or interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

HOW TO PLAY THE GAME



The screen gradually advances to the right as the game progresses.

- Each day covers a different adventure, and shows a different scenario. At the beginning of the game, the BONUS point is shown on the screen. The bonus point changes with each adventure.
- In the middle of an adventure, there will be a particular scene that will stop on the screen. The scene cannot advance until Chubby Cherub finds a particular object, food, or person in that scene.
- At the end of each adventure, Chubby Cherub must open a window of a building to find his friend, or to fight off the burglar and rescue his friend.

Chubby Cherub is often called upon to perform errands or to help people. For example, the Professor can ask him to deliver a Microcomputer (particular object). Or, he is told to give a flower (particular object) to the Mad Man as a present, for having caused problems in the past. Or, he has to discover a Clue to find his pal, Angelo, who has been kidnapped by a burglar and is being held hostage.

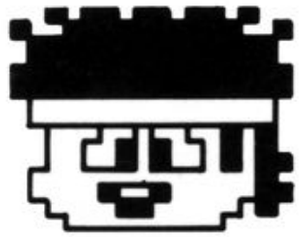
Chubby Cherub must overcome a number of obstacles (dogs, smoke, pipes, factory, forest, etc.) and perform his tasks in a given time in

CHUBBY CHERUB

MICROCOMPUTER
500 POINTS

PROFESSOR
500 POINTS

FLOWER
500 POINTS



MAD MAN
500 POINTS

CLUE
500 POINTS

ANGELO
500 POINTS

order to achieve his objectives.

CLOCK

Once Chubby Cherub starts moving and the game starts, the clock at the top of the screen starts ticking away. Any time left on the clock when the game is ended will be added to your score.

The clock shows time from 8:00 a.m. to 8:00 p.m.

TECHNIQUES

JUMPING

The height of each jump is always the same. Chubby Cherub can jump on walls and roofs. While Chubby Cherub is jumping, if you press Right or Left on the Control Pad, he can jump to the Left or to the Right. While walking to the Left or to the Right, if you make Chubby Cherub jump, he'll go a further distance.

FLYING

While flying, Chubby Cherub moves at a faster speed than while walking. He also consumes more power when he flies. If he moves while eating food, he'll reduce his consumption of power. Chubby Cherub must keep on eating food while he's walking or flying.

SPECIAL CANDY

SPECIAL CANDY
100 POINTS

When Chubby Cherub eats a Special Candy, he can eject the 'GAU-GAU' cannon several times. This 'GAU-GAU' cannon makes Chubby Cherub's heart symbols. It makes the dogs scared and they run away.

*The dogs eject a 'BOW-WOW' gun also.

INVISIBLE CHUBBY CHERUB

'P' MARK
200 POINTS

When Chubby Cherub eats the 'P' mark, he becomes invisible and invincible for a short while. But, if he is hit by a dog's 'BOW-WOW' gun he becomes visible again.

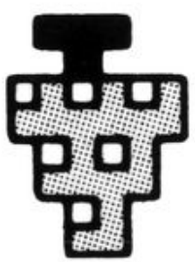
CHUBBY CHERUB'S POWER

Beware! Chubby Cherub must continue eating to maintain his power.

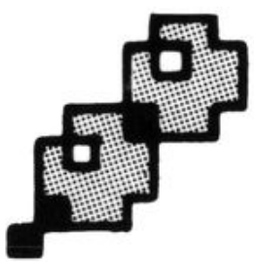
Chubby Cherub consumes a lot of power when flying. He does not consume as much power when walking.

CHUBBY CHERUB'S FAVORITE FOODS

APPLE
10 POINTS

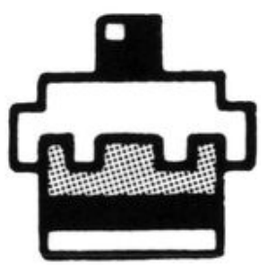


GRAPE
10 POINTS



SHISH KABOB
20 POINTS

HAMBURGER
20 POINTS



CAKE
50 POINTS

HOW TO FIND FRIENDS

In the last scene of some of Chubby Cherub's adventures, he has to find a friend in a building.

When Chubby Cherub eats food, the window over the food opens. His friend could be behind one of these windows. But be careful, because a dog sometimes lurks behind a window too!

HOW TO DRIVE BACK BURGLAR

In the last scene of some of Chubby Cherub's adventures, he must rescue a hostage being held captive by a burglar. To do this Chubby Cherub must get a bone while the burglar throws the firecracker. Once he gets the bone, press Ⓐ button and the bone will get thrown at the burglar. The dog will attack the burglar, the burglar will get scared and run away, and the hostage will be free!

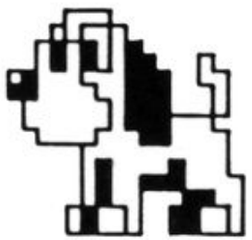
BONE
1000 POINTS

BEWARE! THE FOLLOWING ARE DEADLY

Try to avoid the following:

- Chubby Cherub getting bit by a dog or pecked by a bird.
- Chubby Cherub getting hit by a dog's 'BOW-WOW' cannon, or by an egg thrown by the crow.
- Chubby Cherub getting hit by a burglar's firecracker, or by a balloon or smoke.
- Chubby Cherub losing power.
- Time running out.

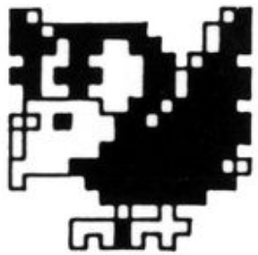
IDENTIFICATION OF THOSE WHO OBSTRUCT CHUBBY CHERUB



DOG
100 POINTS

CHOW CHOW
Cannot be killed.

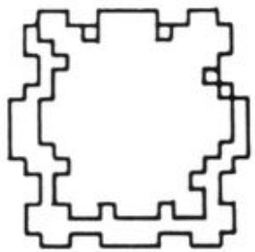
BULL DOG
200 POINTS



CROW
Cannot be killed.

BURGLAR

BALLOON



SMOKE

SPARROW
Cannot be killed.

SPECIAL TECHNIQUES

'STOP' MARK
In the middle of the first day, a 'STOP' mark will appear in the top right hand corner of the screen. This is a check-point for Chubby Cherub's food intake. If Chubby Cherub does not eat all of the food in the scene, he cannot advance.

DOGS' PATTERNS
Pay attention to the dogs' action patterns. The dogs have several action patterns and you should try to remember these patterns.

WINDOWS
At the end of a scene when the windows appear, do not jump when you open the windows. There are some windows from which dogs jump out of. It is better to start from the top and work to the bottom when opening the windows.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

MEMO

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-201-825-1060. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Eastern Time, Monday through Friday.
3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
4 Pearl Court
Allendale, NJ 07401

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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